Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD \$2002,1010 Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN** (Column 1) (Column 2) TYPE ___ OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE **FOR** BASIC FEE BASIC FEE 385.00 770.00 NUMBER FILED NUMBER EXTRA OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 790 TOTAL TOTAL OR LAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY OR SMALL ENTITY (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-**AMENDMENT A** REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL **AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE 一色 Total Minus **X\$18**≌ X9 9≡ OR Independent Minus X43≅ 'X86≐-OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145 =OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT AMENDMENT RATE TIONAL RATE AFTER **PREVIOUSLY** TIONAL **EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus •• X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT FEE ADDIT FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST O ADDI-ADDI-REMAINING NUMBER PRESENT **AMENDMENT** AFTER **PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

OR

+290=

ADDIT. FEE

TOTAL

+145=

TOTAL

^{*} If the entry in column 1 is less than the entry in column 2, write "0" in column 3. ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.